

# Code

```
private void Option1_CheckedChanged(object sender, EventArgs e)
{
    Random random = new Random();

    MessageBox.Show("You have chosen low range");

    ResultLabel.Text = random.Next(50).ToString() + " mana points and ";
}

1 reference
private void Option2_CheckedChanged(object sender, EventArgs e)
{
    Random rand = new Random();

    MessageBox.Show("You have chosen Mid Range");

    ResultLabel.Text = rand.Next(50,100).ToString() + " mana points and ";
}

1 reference
private void HighRange_CheckedChanged(object sender, EventArgs e)
{
    Random ran = new Random();

    MessageBox.Show("You have chosen High Range");

    ResultLabel.Text = ran.Next(100, 150).ToString() + " mana points and ";
}

1 reference
private void ResultLabel_Click(object sender, EventArgs e)
{
}

1 reference
private void ButtonForm_Load(object sender, EventArgs e)
{
    if (WizardCheck.Checked)
    {
        MessageBox.Show("You have chosen Wizard");
        CharacterLabel.Text = "You are a Wizard with ";
    }
    else if (KnightCheck.Checked)
    {
        MessageBox.Show("You have chosen Knight");
    }
    else if (PaladinCheck.Checked)
    {
        MessageBox.Show("You have chosen Paladin");
    }
}

1 reference
private void WizardCheck_CheckedChanged(object sender, EventArgs e)
{
    if (WizardCheck.Checked)
    {
        MessageBox.Show("You have chosen Wizard");
        CharacterLabel.Text = "You are a Wizard with ";
    }

    if (KnightCheck.Checked && PaladinCheck.Checked)
    {
        MessageBox.Show("You have selected too many options. Pick Again.");
    }

    if (KnightCheck.Checked && WizardCheck.Checked && PaladinCheck.Checked)
    {
        MessageBox.Show("You have selected too many options. Pick Again.");
    }
}

1 reference
private void KnightCheck_CheckedChanged(object sender, EventArgs e)
{
    if (KnightCheck.Checked)
    {
        MessageBox.Show("You have chosen Knight");
        CharacterLabel.Text = "You are a Knight with ";
    }
}
```

```
    else if (PaladinCheck.Checked)
    {
        MessageBox.Show("You have chosen Paladin");
    }
}

1 reference
private void WizardCheck_CheckedChanged(object sender, EventArgs e)
{
    if (WizardCheck.Checked)
    {
        MessageBox.Show("You have chosen Wizard");
        CharacterLabel.Text = "You are a Wizard with ";
    }

    if (KnightCheck.Checked && PaladinCheck.Checked)
    {
        MessageBox.Show("You have selected too many options. Pick Again.");
    }

    if (KnightCheck.Checked && WizardCheck.Checked && PaladinCheck.Checked)
    {
        MessageBox.Show("You have selected too many options. Pick Again.");
    }
}

1 reference
private void KnightCheck_CheckedChanged(object sender, EventArgs e)
{
    if (KnightCheck.Checked)
    {
        MessageBox.Show("You have chosen Knight");
        CharacterLabel.Text = "You are a Knight with ";
    }
}
```

```

if (KnightCheck.Checked && WizardCheck.Checked)
{
    MessageBox.Show("You have selected too many options. Pick Again.");
}

if (KnightCheck.Checked && PaladinCheck.Checked)
{
    MessageBox.Show("You have selected too many options. Pick Again.");
}

if (KnightCheck.Checked && PaladinCheck.Checked && WizardCheck.Checked)
{
    MessageBox.Show("You have selected too many options. Pick Again.");
}

reference
private void PaladinCheck_CheckedChanged(object sender, EventArgs e)
{
    if (PaladinCheck.Checked)
    {
        MessageBox.Show("You have selected Paladin");
        CharacterLabel.Text = "You are a Paladin with ";
    }

    if (PaladinCheck.Checked && WizardCheck.Checked)
    {
        MessageBox.Show("You have selected too many options. Pick Again.");
    }

    if (PaladinCheck.Checked && KnightCheck.Checked)
    {
        MessageBox.Show("You have selected too many options. Pick Again.");
    }

    if (PaladinCheck.Checked && WizardCheck.Checked && KnightCheck.Checked)
    {
        MessageBox.Show("You have selected too many options. Pick Again.");
    }
}

```

## Form First Look

## Test Runs

### Choose Class

- ☒ Wizard
- ☐ Knight
- ☐ Paladin

### Choose Range

- ☐ Low
- ☐ Mid
- ☒ High

You are a Wizard with 119 mana points and

### Choose Skill

- Fire Ball
- Lighting Sword
- Beast Scroll

Buttons and Boxes

Choose Class

☐ Wizard

☒ Knight

☐ Paladin

Choose Range

☒ Low

☐ Mid

☐ High

You are a Knight with 18 mana points and

Choose Skill

Fire Ball

Lighting Sword

Beast Scroll

Buttons and Boxes

Choose Class

☒ Wizard

☒ Knight

☐ Paladin

Choose Range

☐ Low

☒ Mid

☐ High

You are a Knight with 51 mana points and

Choose Skill

Fire Ball

Lighting Sword

Beast Scroll

×

You have selected too many options. Pick Again.

OK